



TOPIC: Jump Starting Vehicles

TIME FRAME: :20

LEVEL of INSTRUCTION: Level I

BEHAVIORAL OBJECTIVE:

Condition: A written quiz

Behavior: The student will list and describe the proper procedure for

jump starting vehicles.

Standard: With a minimum of 80% accuracy

MATERIALS NEEDED: ■ Jumper cables

Batteries or simulated batteries

Visual aids

White board, erasable markers

Audio visual equipment

REFERENCES: • CAL FIRE, Mobile Equipment Management Procedures

Handbook, (6700)

PREPARATION: As with any automotive batteries on firefighting apparatus,

they may lose their charge over time and may require a "jump-start". There is a safe procedure for "jump starting" such

vehicles without inflicting personal injury or mechanical

damage.

JUMP	STARTING	VEHICL	.ES
------	----------	---------------	-----

		F	PRESENTATION	APPLICATION
TEF	RMINOL	OGY		
				Information sheet #1
A.	Jumpe	r Cables		
	C		ed of two prefabricated insulated h a spring like "alligator" type clamp nd	
	C	oded to c	s and or clamps are generally color lesignate whether they should be o the negative or positive terminals	
	а	. Red	positive cables are common	
	b	. Blacl	k negative cables are common	
B.	Batteri	es		
	C	lepending	iffering sizes and differing groups on the intended use and cranking uirements	
	2. E	Battery tei	minal	
	а	. Posi	tive terminal	
		(1)	Larger in diameter	
		(2)	Stamped or marked with "+"	
		(3)	May have a PVC cover to inhibit corrosion	
	b	. Nega	ative terminal	
		(1)	Smaller diameter	
		(2)	Stamped or marked with "-"	
	C	. Term	ninal location	
		(1)	Top mounted	
		(2)	Side mounted	
JUN	IP STAI	RTING PI	ROCEDURE	
				Information sheet #2
A.		on vehicle ehicles	s so cables will reach batteries of	
				 4313.

JUMP S	TARTING	VFHICI	FS
--------	---------	--------	----

~			JUN	AP STARTING VEHICLES
			PRESENTATION	APPLICATION
	1.	Do	not allow vehicles to touch	
	2.	Mot	tors should be off on both vehicles	
	3.	Tra	nsmission must be in "park" or "neutral"	
	4.	Par	king brakes must be applied	
	5.	Cho	ock blocks should be set if so equipped	
	6.	Tur	n off all lights and accessories	
B.	Cor	nnect	jumper cables	
				Do not allow clamps to touch each other or any metal object while attached to a battery
	1.		mp one end of the positive (+) cable to the sitive (+) terminal of discharged battery	
	2.	cab	mp the opposite end of the positive (+) ble to the positive (+) terminal of the charged tery	
	3.		mp one end of the negative (-) cable to the gative (-) terminal of the "charged" battery	
	4.	cab	mp the opposite end of the negative (-) ble to a ground source on the vehicle with discharged battery	
		a.	Grounding source must be 18" from the battery	
		b.	Good grounds include heavy bracket, bolts on the engine block and frame members.	
	5. Ensure that cables and tools are clear of all parts which will move when engine starts6. Start the motor of the vehicle with the good battery and run at moderate speed			
			_	
	7.		rt the engine on the vehicle with the charged battery	
		a.	If engine does not start, check and secure all clamp connections	
				4313.9

JUMP	STARTI	NG \	/FHICI	FS
------	--------	------	--------	----

		JUIV T	IP STARTING VEHICLES
		PRESENTATION	APPLICATION
	C.	Removal sequence reverses the connection sequence	
		Remove negative (-) cable clamp from frame or other ground source on vehicle with the previously "discharged" battery	
		Remove negative cable clamp from negative terminal on vehicle with the "charged" battery	
		Remove positive cable clamp from the positive terminal of the previously "charged" battery	
		 Remove the positive cable (+) clamp from the positive terminal of the previously "discharged" battery 	
		Do not allow clamps to touch each other or other metal objects during removal sequence.	
III.	SAF	ETY PRECAUTIONS	
	A.	Always wear eye protection and gloves	
	B.	Do not lean over battery	
	C.	Avoid skin contact with battery acid	
	D.	Do not overheat battery by continuous cranking	
	E.	Do not jump batteries which are mismatched as to size and/or group	
	F.	Do not allow clamps to contact each other or metal parts while attached to a battery	
		Arcing may cause explosion	
	G.	Batteries produce poisonous gases which should not be inhaled or subjected to open flame	
	H.	Do not stand between vehicles. Starter may accidentally crank over causing vehicle to lurch forward.	





SUMMARY:

It is not uncommon within the scope of your employment as a firefighter to encounter "discharged" vehicle batteries. Jump starting these batteries is a relatively simple process if basic rules are followed. Failure to take the proper steps may result in a serious injury.

EVALUATION:

A written quiz.

ASSIGNMENT:

To be determined by instructor(s).